



Bard 1	0
CLASS & LEVEL	EXPERIENCE
	POINTS
Human	Entertainer
RACE/ANCESTRY/HERITAGE	BACKGROUND

STR  
+1  
13

+2 PROFICIENCY  
BONUS

ARMOR  
CLASS  
(AC) INITIATIVE  
13 +2 30 ft.

SPEED

#### SAVING THROWS

+1 Strength Saves  
+4 Dexterity Saves \*  
+2 Constitution Saves  
-1 Intelligence Saves  
+0 Wisdom Saves  
+5 Charisma Saves \*  
\* Prof. bonus added

DEX  
+2  
15

HIT POINTS HIT DICE  
10 1d8

DEATH SAVES: Success O O O Fail O O O

CON  
+2  
14

#### SKILLS

+4 Acrobatics (Dex) \*  
+0 Animal Handling (Wis)  
+1 Arcana (Int) \*  
+1 Athletics (Str)  
+5 Deception (Cha) \*  
-1 History (Int)  
+0 Insight (Wis)  
+3 Intimidation (Cha)  
-1 Investigation (Int)  
+0 Medicine (Wis)  
-1 Nature (Int)  
+0 Perception (Wis)  
+5 Performance (Cha) \*  
+3 Persuasion (Cha)  
-1 Religion (Int)  
+4 Sleight of Hand (Dex) \*  
+4 Stealth (Dex) \*  
+0 Survival (Wis)

INT  
-1  
9

WIS  
+0  
11

CHA  
+3  
16

\* Prof. bonus added

10 PASSIVE WISDOM  
(PERCEPTION)

Armor Worn: leather armor

#### WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. Melee Weapon Attack: +4 to hit,  
reach 5 ft. Hit: 1d8+2 piercing damage.

Dagger (offhand, two-weapon fighting as  
bonus action). Melee or Ranged Weapon  
Attack: +4 to hit, reach 5 ft. 1d4 piercing  
damage. (If thrown, normal range to 20 ft.;  
disadvantage long range 21 to 60 ft.)

#### MAGIC, FEATS & SPECIAL ATTACKS

Vicious Mockery Cantrip. Ranged Spell Attack:  
Target within 60 feet that can hear you must  
make a DC 13 Wisdom saving throw or take  
1d4 psychic damage and have disadvantage  
on next attack made before the end of its next  
turn. (No damage if made save.)

#### ALIGNMENT

Neutral. I will help others, but avoid serious  
personal risks or loyalties that don't  
benefit me.

#### Entertainer Background [PHB p. 130]

- **Feature:** By Popular Demand.
- **Traits:** Has hilarious comic timing. Aloof manner.
- **Ideal:** Does it for the fans.
- **Bond:** Idolizes famous hero.
- **Flaw:** Never resists a pretty face.

#### PROFICIENCIES & LANGUAGE

Armor: light armor

Weapons: simple weapons, hand crossbow,  
longsword, rapier, shortsword

Tools: musical instrument (bagpipes),  
disguise kit, musical instrument (drum),  
musical instrument (lute)

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Arcana, Deception,  
Performance, Sleight of Hand, Stealth

Languages: Common, Orc

#### RACE

#### Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 20 years old
- Medium Size (5' 10", 194 lbs.)

#### CLASS

#### Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (3 uses per day)

#### SPELLS

#### Spellcasting [PHB p. 201]

Spell Attack Modifier +5  
Spell Save DC 13

Cantrips Known: *Blade Ward*,  
*Vicious Mockery*

#### Prepared Spells

1st Level (2 slots): *Detect Magic*, *Cure*  
*Wounds*, *Charm Person*, *Faerie Fire*

#### EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor  
(AC 11), rapier, dagger, diplomat's pack  
(chest, 2 cases for papers, set of fine clothes,  
ink bottle, ink pen, lamp, 2 flasks of oil, 5  
paper sheets, perfume vial, sealing wax,  
soap), belt pouch, set of common clothes, set  
of costume clothes, a musical instrument, an  
admirer's love letter. (This load is about 76  
lbs.; add 1 lb. per 50 coins carried.)

Lifting & Carrying: 195 lbs. max. carrying  
capacity; 390 lbs. pushing or dragging (speed  
-5 ft.); 390 lbs. max. lift.

Coins & Gems: 7 gold pieces (gp); 35 silver  
pieces (sp); 4 copper pieces (cp); 2 gems  
(worth 10 gp each)